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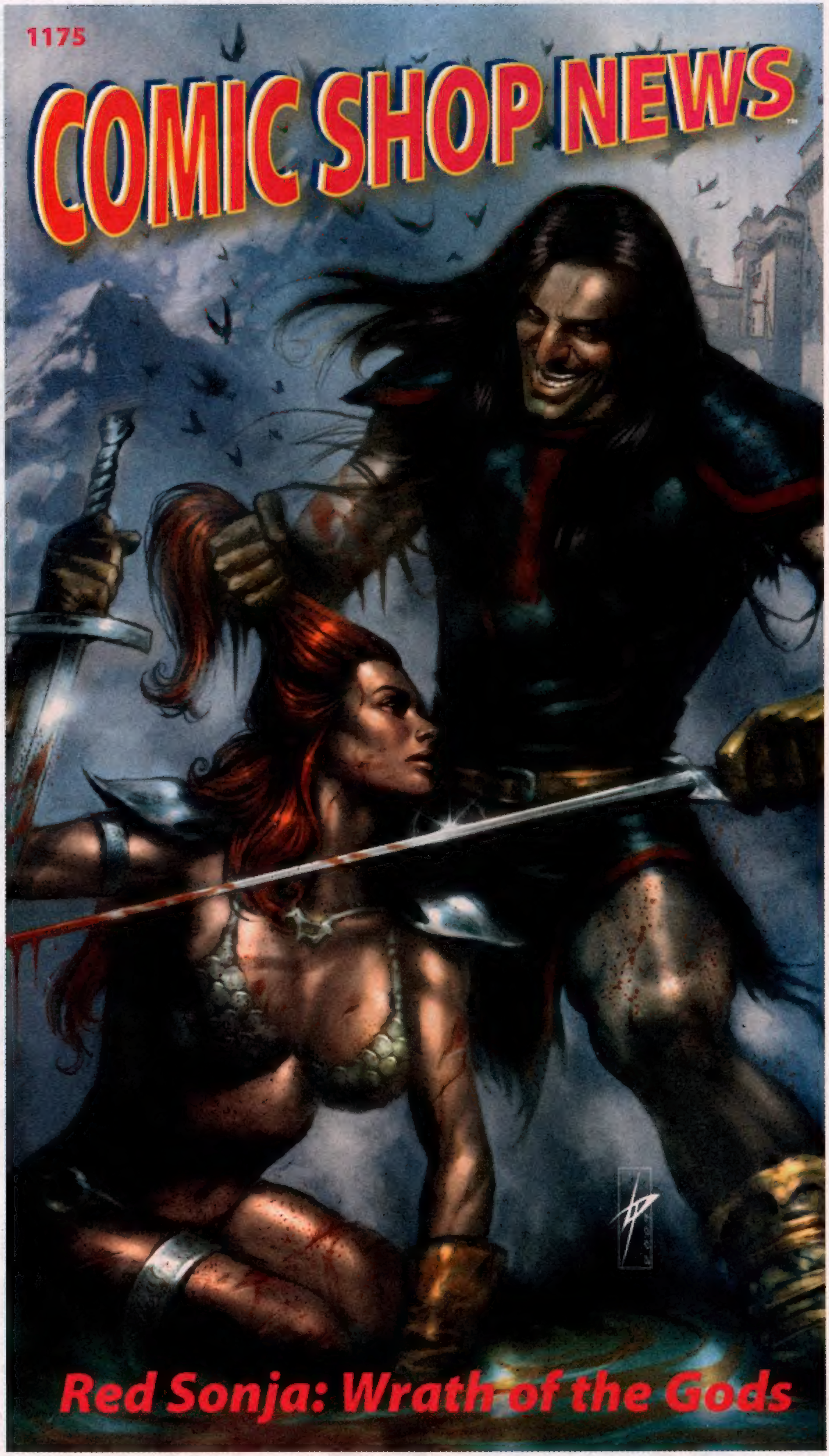
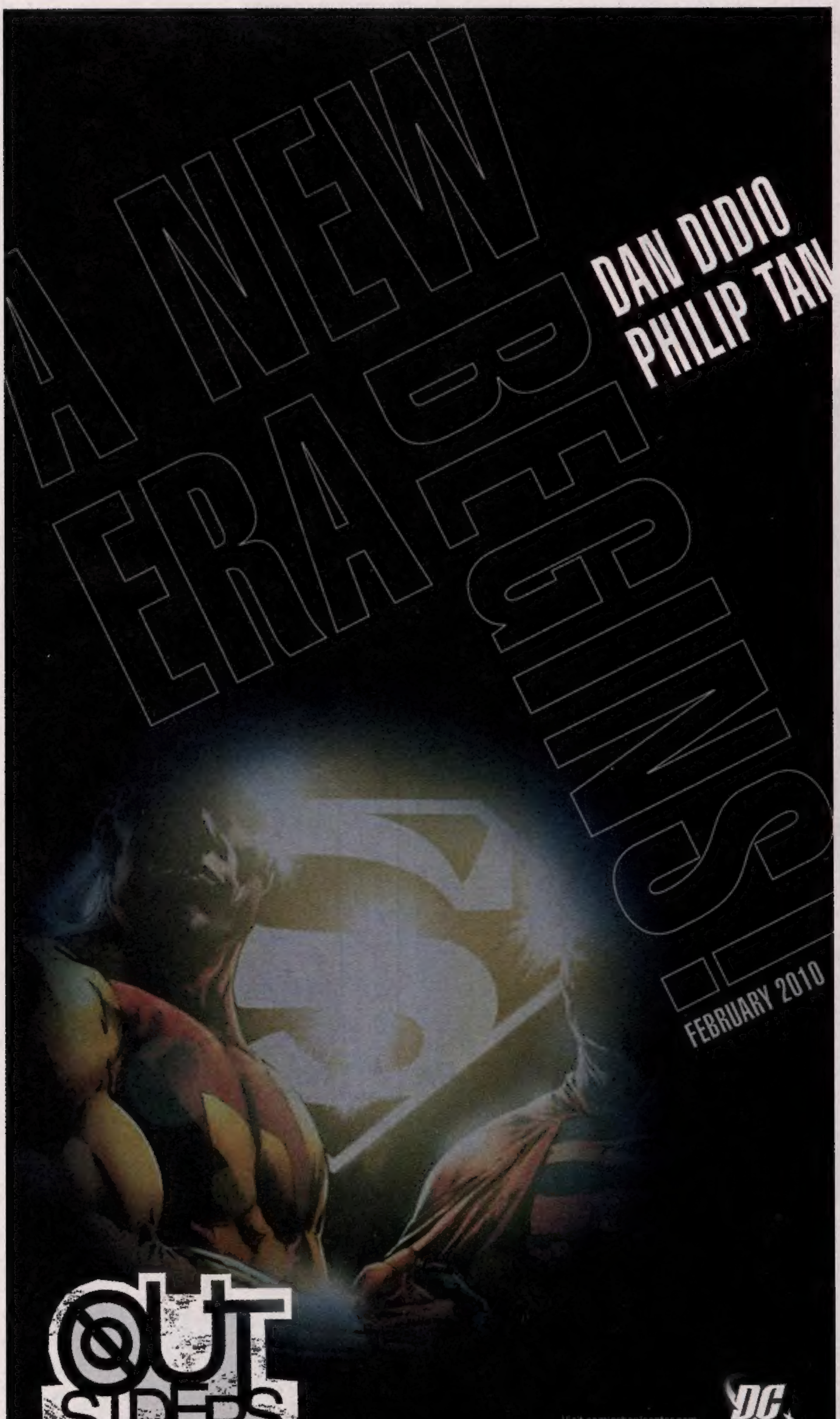


Red Sonja: Wrath of the Gods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Dynamite Has Readers Seeing Red Again

A couple of months ago, Dynamite replaced ***Red Sonja*** with their new series ***Queen Sonja***, which chronicles the next phase in the swordswoman's life. As it turns out, though, ***Red's*** not dead at all!

Early next year, *Luke Lieberman, Ethan Ryker & Walter Geovani* invite readers to join them for a look into Sonja's past in ***Red Sonja: Wrath of the Gods***, a five-issue limited series that pits Sonja against a malevolent god with a name that's quite familiar to comics fans.

The miniseries finds Sonja enlisting the aid of Odin the All-Father and Thor the God of Thunder as the three of them attempt to stop the malicious Loki from destroying the world. Luke: "A central character in the tale is our own invention, a little boy named Gamble who is banished and alone in the Hyborian world," Lieberman said. "To borrow a line, 'there is more about him then there seems'—and he is *very* good at getting Sonja into trouble. Loki is committing genocide on Gamble's tribe—a people who bear a striking resemblance to Sonja herself."

"We wanted to step outside the Hyborian world for a beat and basically take Sonja off the map, through the looking glass—do something new with her," Ryker added. "Nicky [Dynamite publisher *Nick Barrucci*] wanted us to incorporate the Norse gods, so it started to take shape from there."

"The idea of this series is to keep peeling back layer after layer," Lieberman continued. "In many ways, it's Thor's origin story as well, and his coming of age *vis a vis* his father Odin."

When it came to Loki, Thor, and Odin, Lieberman and Ryker turned to myth, not Marvel, for insight. "We tried to reach back to the more savage and barbaric roots of the characters," Ryker said. "It seemed more appropriate for a Red Sonja story. In comics, everyone's image has been shaped by *Stan Lee's* creation and Marvel's vision. We had to get away from that completely."

"Norse mythology has multiple permutations throughout literature, music and history," Lieberman said. "Tolkien delved deep into the Norse mythos. We tried to follow his footsteps a bit. Paradoxically, Norse myth is also the basis for the bizarre cult religion of the Nazis, which we used to shape Lokis ideology. Finally a number of Led Zeppelin songs draw on it, so I usually had these playing for inspiration when Sonja was cleaving and Thor was smashing!"

It might seem that introducing Norse gods by name would link Sonja to a later era than the Hyborian Age with which she's traditionally associated, but Lieberman said that it all make sense within the framework of the story. "Sonja lives in the Hyborian Age and in that world, but she is traveling beyond its borders in this story. And as far as an era is concerned, we are talking about *gods*; they are not tied to any particular time. In many ways, this is about the roots of the characters and their evolution into the more familiar archetypes ."

How does Sonja feel about these gods—and how do they feel about her? "Depends on which god we're talking about," Ryker said, "but they all want her. For her part, Sonja feels out of time and place; her home back in Hyboria begins to seem as a dream to her, sort of like Dorothy in Oz."

How can one woman, even an adept swordswoman, stand up against a god like Loki? (And is this Loki a mischievous Loki, as is seen in mythology, or a truly evil Loki as seen in other tales?)

"That's a good question," Lieberman said, "and it actually pushed us to get creative—I *love* the idea of Sonja out-thinking her opponent, of skill trumping raw power. Sonja is a very lethal, canny warrior. She is living on her wits in this one."

"Loki is a bit of a Nazi," Ryker added, "so he is *definitely* evil—but he's also a trickster in every sense of the word. The way I see it, Loki has to be endlessly clever... but sometimes he is too clever for his own good!"

Where does the story fit into Sonja's chronology? "***Wrath of the Gods*** is set before her coronation, right in the midst of her travels and adventures," Lieberman said.

Lieberman is no stranger to Sonja's exploits. "I've been intimately involved since the relaunch of the character in 2004. She is my lady—a totally unique, passionate, fiery woman," Lieberman said, adding, "I have been privileged to know a few in my real life, and they help shape the she-devil on the page."

As for Ryker, his involvement with Sonja is more recent. "Luke said, 'Hey, Ethan, let's rock a Red Sonja story together,' and here I am! Actually, this is our *second* time writing together, and it's still awesome!"

Red Sonja: Wrath of the Gods #1, a $3.99 comic featuring painted cover art by *Lucio Parrillo*, is scheduled for late February release.

by Cliff Biggers

Don't Skip your Comic Shop on "Skip Week"

As we told you way back in ***CSN #1160***, the week between Christmas and New Years brings something we haven't seen for more than a decade: a skip week, or a week in which no new comics are shipped. However, that *doesn't* mean that there won't be any new comics waiting for you on Wednesday, December 30th, at your friendly neighborhood comic shop. In fact, both Marvel and DC have must-have offerings slated to debut on that date.

DC has a major release planned as the centerpiece of its "Green Christmas" promotion: participating stores will have ***Blackest Night #6*** available for sale at opening on December 30th. (And if *that* doesn't make a trip to the comic shop worthwhile, nothing will!)

Meanwhile, Marvel and participating retailers are offering *two* special items on December 30th: ***Origins of Siege*** and ***Origins of Siege*** is a special book featuring single-page origin stories of all the major players in the 2010 ***Siege*** miniseries by *Brian Bendis & Olivier Coipel*. "These are poster-style pages, so they're going to be heavier on art than text," Marvel's *David Gabriel* said in an interview at the Diamond Comics Distribution website. "Anyone who hasn't read a comic in years and doesn't know who the major players are will really be able to get into this thing."

In addition, "***Origins of Siege*** will feature an eight-page all-new prologue by *Brian Bendis* that sets the stage for ***Siege,***" Bendis said. "There's also going to be a first preview of ***Siege #1*** in there."

Furthermore, participating retailers may also have a limited quantity of special *Ed McGuinness* Santa variant covers of ***Fall of the Hulks: Alpha*** available on that date. (Check with the folks at your local comic shop for more info.)

The motto since ***CSN*** began publication in 1987 has been "an issue a week, or we'll eat a bug" and after over 22 years and 1,100 issues, we don't want "bug" for Christmas, so ***Comic Shop News*** #1176 will also be in shops next week. The early print schedule does mean that three days worth of Spider-Man strips aren't available at press time and we'll get caught back up to date in early January.

And if that's not enough to draw you in, many shops are planning special promotions to highlight the many December release items you may have overlooked in the pre-Christmas rush (and to offer you another chance to pick the items that folks forgot to give you as a Christmas gift!)

So while there may not be a full shipment on December 30th, there's still plenty of reason to plan a trip to your local comic shop on that date! (And thanks to the skip week, you don't have to worry about any changes in schedule the week after New Years: new books will come in on Wednesday, January 6th, right on time!)

Courtesy your friendly neighborhood comics outlet!

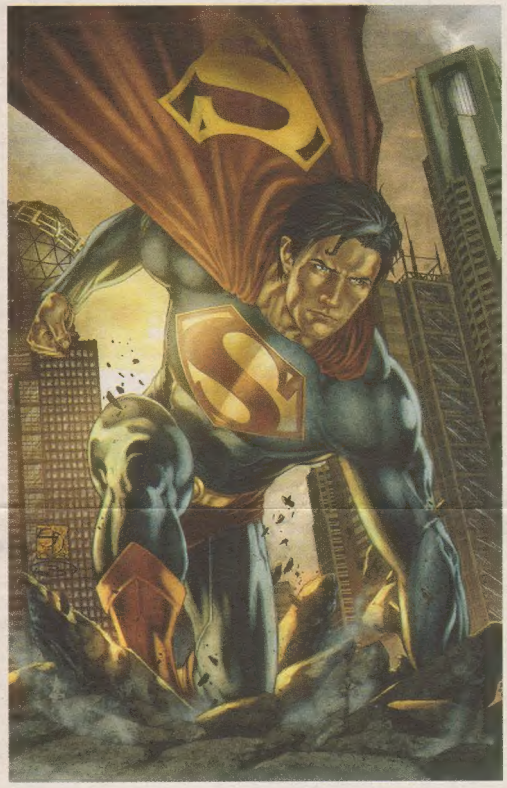
COMIC SHOP NEWSARAMA

Produced by *Comic Shop News* in cooperation with *newsarama.com*

DC Invites Readers to Visit Earth One

When DC first announced the ***All Star*** line, many readers were enthused about the concept of top-tier talent telling non-continuity-based tales of DC's mightiest heroes. While delays ***All Star*** from building the sort of momentum that the line deserved, however, DC has decided to revisit the potential of that concept. This time, however, they're presenting those non-continuity tales by top-tier talent as a series of original graphic novels.

The line, which will feature an ongoing series of original graphic novels in their own continuity, set on a new Earth, will launch in 2010 with original tales featuring DC's most famous superheroic icons.



Superman: Earth One, written by *J. Michael Straczynski* and illustrated by *Shane Davis*, will take readers back to Smallville where they can experience the journey of Earth's greatest adopted son as he grows from boy to Superman.

Batman: Earth One, written by *Geoff Johns* and illustrated by *Gary Frank*, will take readers into the dark corners of Crime Alley, where an unbelievable tragedy will inspire the birth of Gotham's greatest crimefighter.

In an interview at aintitcoolnews.com, *J. Michael Straczynski* said, "What I'm trying to do is to dig in to the character and look at him through modern eyes. If you were to create the Superman story today, for the first time, but keep intact all that works, what would it look like?"

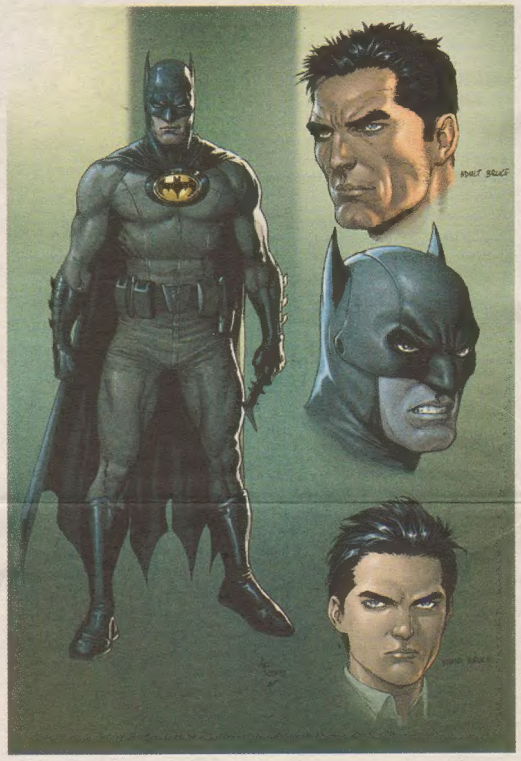
"It is monumental for us as comic readers to see Superman birthed for the first time," *Shane Davis* said. "It's a privilege to realize that you're the artist that gets to draw it, better yet having the luxury to do it in an original graphic novel. This is going to be epic!"

"Clark comes to Metropolis in his 21st year to decide what he really wants to do," JMS said in the aintitcool.com interview conducted by *Mark L. Miller*. "And this is someone who can be *anyone*, do *anything*. If he keeps his background secret, as he's done for the preceding 21 years, he can be the best athlete the world has ever known, he could be the next *Stephen Hawking*, could take away the golf crown from *Tiger Woods*, create patents that could earn billions. He can finally step out of the shadows and into the light.

"By contrast, if he chooses to become Superman, then Clark must live forever in the shadows, dedicated to a life of service and self-sacrifice that could eventually get him killed. That's a hard choice for anybody to make, let alone a 21 year old kid who wants to look after his mom and is lured by the idea of money and success and fame. So the story is about Clark's Gethsemane moment, when he has to finally make that choice, why he makes it, and what follows after.

"Against this backdrop, we flash back to his life growing up in Smallville, so we can see how the Kents helped mold him and protect him and get him to a point in his life where he can finally make this most difficult of choices."

"It's set completely outside current continuity," artist *Shane Davis* emphasized in a conversation with ***Comic Shop Newsarama's*** *Vaneta Rogers*. "It's a modern take on Superman's origin, but with respect to the story that already exists. It starts out with Clark leaving Smallville and going to the big city, but Metropolis is a city of today. So even though he still has the story of working at the ***Daily Planet***, it's like a modern newspaper, and the characters speak in modern voices and deal with modern situations. And the design had to match that tone."



Praising *J. Michael Straczynski's* story, Davis called it "the best I've ever read from him. It's pretty emotional.

"I couldn't even compare it to another comic, really. I think about novels I've read that are coming-of-age stories, or not even coming-of-age, really, but just those emo-

SPIDER-MAN

BY STAN LEE & LARRY LIEBER

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COMIC SHOP NEWS
Published weekly since 1987 by Comic Shop News, Inc.
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tional stories that you've read. For me, when I read this, I was thinking about what it was like when I left home. I was originally from North Carolina; I was a country kid. I grew up with cows and horses and stuff. And then I moved to New Jersey to go to art school and I've lived here ever since. So I identified with what it's like to walk away from one life to another. You walk away, and then you look back, but you never actually go back. And we do see Clark's flashbacks to Smallville. But it's one of those things where you can look back and revisit, but emotionally and even on a basic level, you can never return home."

Straczynski and Davis are using the graphic novel format to their advantage. "The fact that it's being written as a graphic novel means we can handle the storytelling differently than if we were doing 25-page installments. We don't have to show a superhero in the first couple issues. We don't have to show these big, powerful shots in every issue of Clark stopping a car from hitting somebody or something. We're able to build to those points, like a movie does. We're just focusing on telling the story the right way."

As for ***Batman: Earth One***, *Geoff Johns* said that it "allows Gary and me to break the restraints of any continuity and focus on two things: character and story.

"Our Batman is a decidedly different Batman—yet it is, of course, Bruce Wayne," Johns told Miller. "I want to let the book will speak for itself, but Batman, Alfred, Detective Gordon, Arkham Manor, the twisted origin behind Gotham City, the Bat-Mobile and, of course, the world's greatest group of villains are all a part of the world we're creating. Some of it the characters will more closely resemble the classic interpretations, while others will be wildly different. We're introducing a lot of new characters and elements to this Batman. The first graphic novel features an entirely new villain."

"This isn't just the story of Bruce Wayne becoming Batman in a world where people have cellphones and wi-fi," artist *Gary Frank* told *Vaneta Rogers*. "It's not just the old story in a modern setting. This is a young guy who has a long way to go before becoming the Batman that we all know and love. I don't want to get into specifics because the journey is going to be the fun part."

Frank has made one visual adjustment that will add a dash of realism to the look of the Earth One Dark Knight. "A major thing is that his eyes are visible. That might sound trivial but it creates a very different effect. You can never forget that there is a man in there when you can see the eyes staring out. This really lends itself to the story we will be telling which is far more about the forming of the character than a cool-looking superhero doing his thing—though I'm sure we'll get to that, too."

What's the biggest difference in Frank's acclaimed approach to illustrating Superman and his upcoming interpretation of Batman? "Superman/Clark is open and relaxed most of the time," Frank said. "Sure, he might be nervous occasionally but it's that same kind of nervous we all get. As Clark, he even acts more tense than he is.

"Batman/Bruce, at least in his early days, is the opposite. He can fake relaxed but his core is always in roiling. I'd like to have him feel tightly-wound, very controlled because, underneath there is the rage. Don't forget that we aren't dealing with the seasoned crimefighter/detective here. This is a raw you man trying to fill a hole in his soul.

"The young Clark was given wonderful parents and spends the rest of his life trying to say 'thank you.' Bruce is robbed of his family and decides that the criminal world is going to pay."

Look for the first ***Earth One*** graphic novels in the spring of 2010.

Robot Chicken Writer Heads to Riverdale

Archie wanted to make the publication of ***Jughead #200*** a memorable event, so they decided to bring in a special guest star. No, not a character—a writer!

So they turned to *Tom Root*, co-head writer and co-producer of the Emmy Award-winning ***Robot Chicken*** on Cartoon Network's Adult Swim—and co-creator/executive producer of the network's new Titan Maximum—to brings his irreverent humor to this milestone issue.

"Tom Root infuses his scripts with wild humor and great storytelling that perfectly fits Jughead," Archie Comics CEO *Jon Goldwater* said.

Is Root an Archie reader? "I am, especially the older issues," he said. "I'm really interested in history, and I like putting each issue in context as I'm reading it. I'm fascinated by, say, what comics people read during World War II. Or I think, 'Wow, this is probably the issue that was on newsstands when Kennedy was shot. Some kid was reading this in their bedroom while Mom and Dad were glued to the news.' Also I like it when Moose punches Reggie in the face," he joked.

Root told ***CSN*** how he ended up writing for Archie Comics "I had a chance to meet with Archie CEO *Jon Goldwater* and VP/Managing Editor *Mike Pellerito* at the most recent San Diego Comic-Con. I'm a big ***Archie*** fan and they're fans of ***Robot Chicken***, and it seemed like a natural fit to work on something together.

"The Archie Comics characters are comedy icons," said Root. "Each character's personality has been so well-defined over the course of nearly seventy years that it was a lot of fun to shake them up and present them with new challenges. Mostly, though, I just wanted to write a funny issue. I hope Archie fans like it!"

"Something Ventured, Something Gained" takes Riverdale High's fabled teens on their wildest ride ever, as Jughead experiences metabolic mayhem. "Jughead tries out a new restaurant and discovers the menu item of his dreams, but they don't accept cash or credit cards," Root said. "Jughead ends up trading away something very valuable to him. What follows is a journey into the heart of terror. And also a journey into the heart of madness. *Two* journeys. Wait, I forgot the journey into the heart of comedy. *Three* journeys."

Did Root choose Jughead as the character he wanted to write? "That was their call. ***Jughead's*** 200th issue anniversary was coming up, and I think it struck them as a perfect opportunity to try something a little different and crazy."

Root has poked fun at the Archie characters in an episode of ***Robot Chicken***—was it more of a challenge to produce a story that was set in the Riverdale Gang's world? "Yes and no," Root said. "The beautiful thing about the Archie characters is that their motivations and quirks and wants and desires are so well-established. You can throw anything at them and know exactly how their brains would work. On the other hand, after nearly seventy years of stories, thinking up something new and surprising for the characters can be daunting. I kept thinking, 'Hmm, maybe a race of sentient giraffes who speak Latin and breathe fire attack Riverdale!' and then I'd think, 'Nah. I'm sure they did that already.' And sure enough, that was a ***Betty and Veronica*** story from 1956... Okay, not really, but you get the idea..."

While it might seem that the lack of tight continuity in Archie titles would make the guest-writing gig easier, Root said that the absence of continuity presented its own challenges. "The lack of continuity gives you total freedom, but that abundance of freedom can be paralyzing. If you can do anything at all, how do you know you're picking the *best* thing? But on the other hand, it's probably way easier to write for ***Jughead*** than for, say, ***Cable***. If I had to write a ***Cable*** story I'd probably read 300 back issues before giving up and setting fire to all my comics.

Is the ***Jughead #200*** gig a one-time thing, or does Root anticipate coming back to Riverdale again at some point in the future? "We've discussed some other possibilities. ***Robot Chicken*** and my other Adult Swim series, ***Titan Maximum***, keep me pretty busy, but I'll always be up for another trip to Riverdale!"

In addition to the addition of a celebrity writer, ***Jughead #200*** will also make Archie history in one other way: it will be the first Archie comic published with a variant cover! The publisher has tapped *Rex Lindsey* to supply the special 1-for-3 variant for this anniversary issue.

Jughead #200 is slated for mid-March release.

CSNsider

• *Mark Millar & Steve McNiven* have joined forces to launch their creator-owned series ***Nemesis*** under Marvel's Icon imprint. The series, slated to debut in March 2010, focuses on a supervillain of Joker-like

Continued on page 6

WHY'D YOU COME BACK WITH SPIDER-MAN INSTEAD OF THE BANK MONEY?
I FIGURED YOU'D BE GLAD TO SEE HIM--
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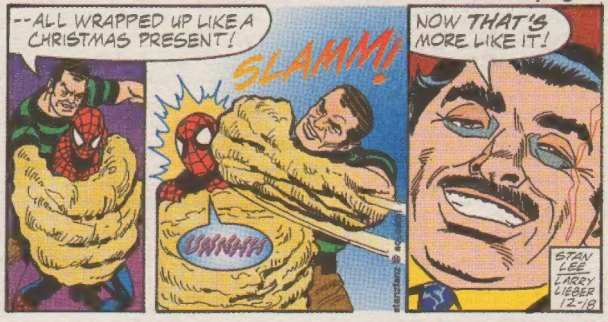

GRANT MORRISON

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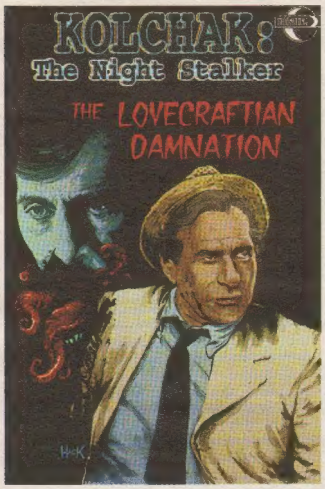
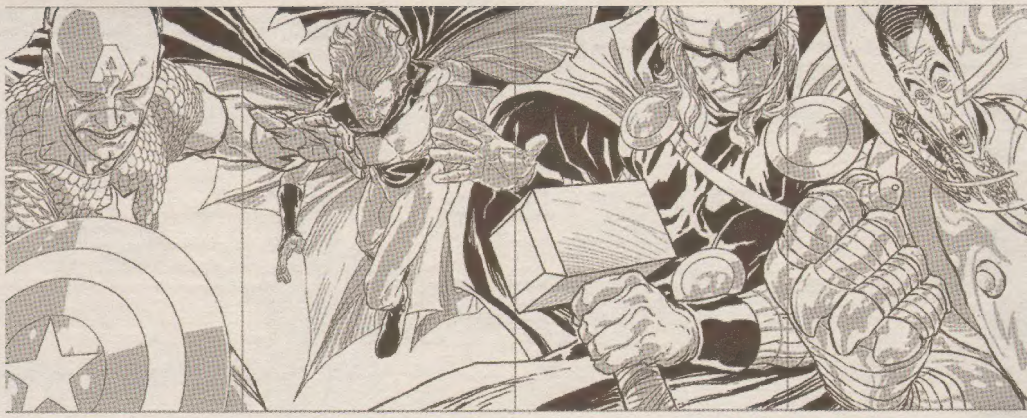
evil who has Batman-like gadgets and resources at his disposal. "Nemesis is the world's smartest man, and the bad news for us is that he's the world's only super-villain," Millar said in an interview at comicbookresources.com. "That means he's got freeze guns and jump-jets and all these James Bond gadgets and he's using them against us. To entertain himself, he picks a different cop every year and makes his life a misery..."



•Carl Kolchak has faced plenty of horrors and abominations during his career as a journalist—but is he ready for a horror from beyond possessed of both a staggering intellect and the powers of the ***Necronomicon.*** See how Kolchak deals with the terrors of the Abdul Ahlrazed's infamous book in ***Kolchak: Lovecraftian Damnation,*** a 48-page oneshot by *CJ Henderson & Robert Hack* that's slated for April release.

•***First Wave,*** the *Brian Azzarello-Rags Morales* miniseries that picks up where ***Batman/Doc Savage*** left off, is slated to appear in early 2010—but for readers who can't wait to see more of DC's take on Doc Savage, Batman, the Spirit, and other heroes operating in a world with no superpowers, here's a look at *JG Jones'* cover for ***First Wave #1.***

•Marvel has added a previously-unannounced 1-for-300 *Joe Quesada* incentive variant for ***Siege #1.*** This ***Siege #1 Quesada Sketch Variant*** is the highest-match-quantity incentive that Marvel has ever offered; check with the folks at your friendly neighborhood comic shop for info on price and availability.



•*Ralph Tedesco* is working on an edgy reimagining of ***Dante's Inferno*** for Zenescope, the publishing imprint best known for its ***Grimm Fairy Tales*** line. Look for the first issue by mid-year.

D & D: Dynamite & Dabels

Dynamite Entertainment, one of the fastest growing independent publishers in the comics field, is about to undergo some serious expansion, thanks to a comprehensive agreement that brings all of the Dabel Brothers titles to Dynamite beginning the spring of 2010.

"Dynamite has impressed us with their ability to market their titles to such a broad audience," Vice President *Les Dabel* said. "We are extremely happy about this transition, and I am stepping back now to let Dynamite do what they do best."

Dynamite will immediately assume creative development, production, printing, marketing and sales for all titles handled by Dabel Brothers Publishing. This includes books that were in the works and projects not yet announced. For the bookstore market, all graphic novels (unless pre-existing agreements prohibit from doing so) will be published by Dynamite and distributed through Diamond Book Distributors.

"We look forward to working with all of the distinguished authors on their great works and helping to bring them to a larger audience," Dynamite President *Nick Barrucci* said.

"Dynamite has the expertise to help us get out books back on schedule in the upcoming year," *Les Dabel* told ***CSN.*** "Nick's knowledge of our titles and his interest in making sure the new books match or surpass the creative standards that we've set in our years of publishing was a crucial factor in our decision to bring our books to Dynamite. We talked with others, but Nick seems to have a true appreciation for what we've done. Dynamite has also proven themselves as far as licensed properties are concerned, so we know that they will keep these properties true to the feel of the original work, just as we have."

The first books published under the Dynamite-Dabel Brothers agreement are slated for April 2010 release.

Looking' Mighty Find For a Woman Approaching 600

For the past few months, DC has been teasing fans with the possibility that ***Wonder Woman*** would return to its legacy numbering as of the rapidly-approaching 600th issue. DC's *Dan DiDio* encouraged readers to write postcards in favor of the idea if they liked it, and nearly 800 of you did that very thing. As a result, ***Wonder Woman #600*** is slated for June 2010 release. "And we promise that Diana's anniversary issue will be one to remember!" DiDio wrote on DC's blog ***The Source.*** There are some big changes in store for our favorite Amazon warrior..."

DC's *Alex Segura* also confirmed that a roster of top talent would be contributing to

THERE! THAT'LL HOLD SPIDER-MAN!
IT BETTER!
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the 600th issue, including *George Pérez*, the man who helped reinvent the Amazon heroine back in the 1980s. And for those of you who don't want to wait until next June, here's a sneak peek of Pérez's cover for ***Wonder Woman #600.***

Suicide & Resurrection

With ***Blackest Night*** heralding the return of numerous dead characters, some at DC came up with the bright idea of resurrecting dead books instead of dead characters. And thus the January mini-event featuring the return of eight dead series

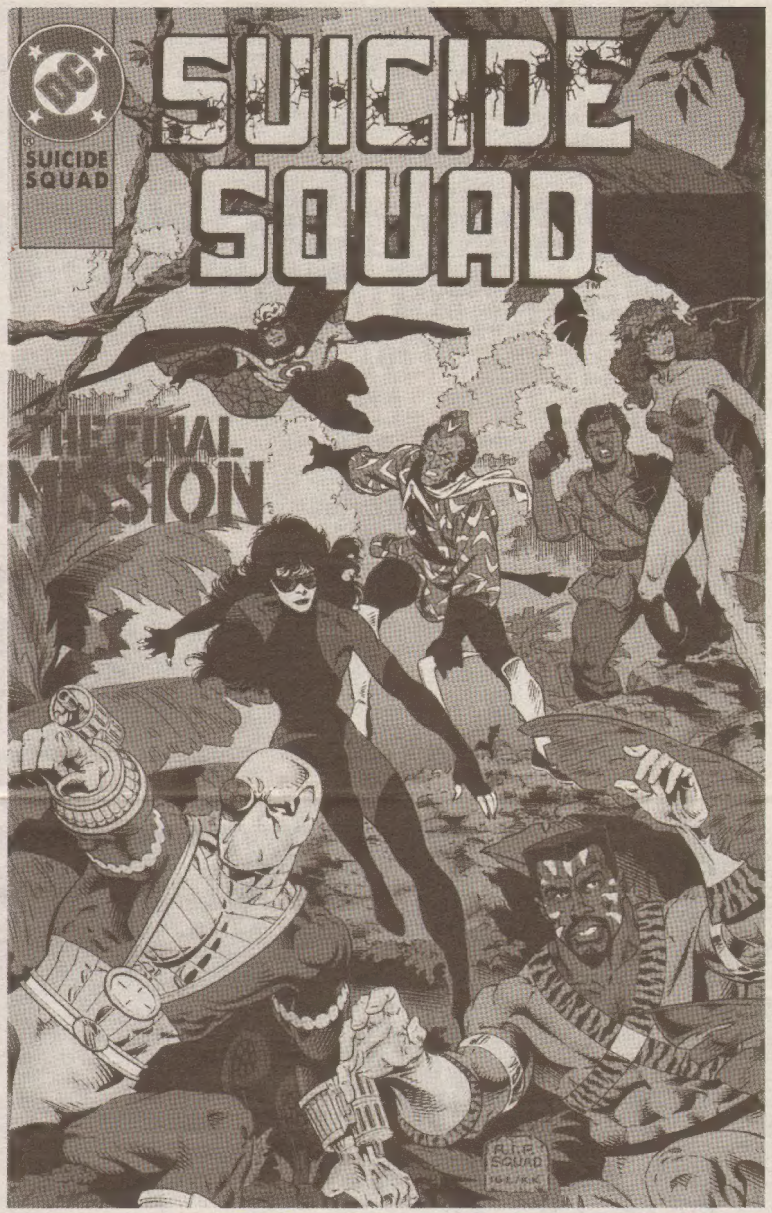
Among the issues being revived for the event is ***Suicide Squad***, uniting long-time ***Squad*** writer *John Ostrander* with co-writer *Gail Simone*, the author of the current ***Secret Six*** ongoing series, a book that has several ties to "the Squad."

The issue, which is illustrated by *Jim Calafiore*, is unique among all the other resurrected series because it continues into the ***Secret Six*** series. ***Suicide Squad #67*** will kick off a story that runs a total of three issues, all co-written by Ostrander and Simone.

Simone explained to ***Comic Shop Newsarama's*** *Vaneta Rogers* how the ***Suicide Squad*** oneshot and the crossover story arc came about. "It might have come down to a certain amount of begging on my part, to be honest. I really enjoy being part of the big mega-stories. I always find it really fun to find the right piece of the puzzle, like our offbeat ***Battle For The Cowl*** tie-in, or the first ***Villains United*** mini. And I've said it before, but ***Blackest Night*** might be my favorite big crossover story since the original ***Crisis***. It's really kind of an astounding story, and it has a lot of the nasty things I love to write.

Through an odd miscommunication, ***Secret Six*** was going to have a crossover, then it wasn't, and then thankfully, it was again, and it just seemed a perfect time to do the ***Secret Six/Suicide Squad*** that people have been clamoring for for ages. *Geoff Johns* has been amazingly helpful, and he's a big *Suicide Squad* and *John Ostrander* fan, so his input was really a big help."

"Gail emailed me saying, 'You wanna do this?'" Ostrander continued. "My basic reaction was, 'Are you kidding me?!' I met Gail last summer at the Superman celebration in Metropolis, Illinois, and we got along like crazy. The chance to work with her was really exciting for me. I love what she's been doing. And so much of my work on ***Suicide Squad*** was co-writing with my late wife, Kim Yale. (I think she and Gail would have gotten along like a house on fire.) What's interesting to me is that we can explore how the Squad and the Six are alike and not alike, especially through pivotal characters like Deadshot, who has been with both teams.



What dead characters might readers expect to see in ***Suicide Squad #67***, and what's it like when they meet the Secret Six and interact with the living? "I think it's like when the relatives you most dislike come to stay for an extended vacation," Simone joked. "And they're zombies."

"I don't want to spill the beans too much about the Homicide Squad, as Gail dubbed it," Ostrander said. "I *will* note that the Six and the Squad are so busy fighting amongst themselves that it's tough to get them to work together against the Dead. Lordy, there's a lot of fighting going on!"

"It's true, it's a relentless story," Simone added. "No tea cozies and polite discussions with these two teams at each others' throats!... and there are a *lot* of dead Suicide Squadders... "

"Waller has to confront some of the people who died/were killed during Squad missions," Ostrander said. "And there are some of the living, like Deadshot, who also have a bone to pick with her. Amanda's not big on apologies, so we'll see how this all works out. Oh, and in the best Squad tradition, not everyone who is alive at the start of this story will be at the end."

How does this story lead into future issues of ***Secret Six?*** "Well, first, at the end of the 'Depths' storyline, the Six have a membership change, and in Issue #16, Black Alice comes a little too close to the heart of the team, so there is a membership shift," Simone said. "We also have an interesting conflict where Deadshot has to decide once and for all where his loyalty lies, and that is just huge fun. And two characters get the hots for each other who should never be together.

"But beyond that, we have a story we're calling 'Catman Unleashed,' and man, oh, man, you have never seen Catman go this wild. Pity his enemies in this one!"

Why make this more than just a oneshot? "This is kind of a thrill, actually, as we're the only one of the resurrected books with a multi-part story," Simone explained. It's mainly because you can't have the Six and the Squad meet and *not* have it be the baddest badass throwdown in ages. People are going to want see who gets matched up. It's the exact kind of crossover stuff that used to make me run to the comics store first thing on New Comics Day. DC graciously gave us the room to make it epic, bless 'em."

Suicide Squad #67 is slated for early January release.

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Colors: Ward Batty
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I MIGHT'VE KNOWN YOU'D DOUBLE-CROSS ME.
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